

DEPARTMENT OF THE ARMY  
HEADQUARTERS, U.S. ARMY FIELD ARTILLERY CENTER AND FORT SILL  
FORT SILL, OKLAHOMA 73503-500

USAFACFS Circular  
No. 200-03-02

15 September 2003

Expires 31 December 2003  
Environmental Quality  
**DEER AND ELK HUNTING ON FORT SILL 2003**  
Effective 15 September 2003

**1. PURPOSE.** This circular sets forth the procedures and dates for the conduct of the 2003 deer and elk seasons under authority prescribed in USAFACFS Regulation 200-1.

**2. APPLICABILITY.** This circular applies to persons who hunt deer or elk on Fort Sill.

**3. GENERAL.** Procedures applying to deer and elk hunting are as follows:

a. Hunters need a State license, Fort Sill Hunter Safety Card, Post Permit, Fort Sill Elk Tag, and State Deer Tag. Applicants will obtain items prior to registration for deer drawings, or signing out to hunt, whichever is pertinent. State lifetime license holders are exempt from deer and elk tag requirement.

b. Hunters will not enter Fort Sill range areas without first physically reporting to Sportsmen Services or Twin Gates (if appropriate).

c. Each hunter, except gun deer and gun elk hunters, will check in after hunting with Sportsmen Services (either by phone or in person) within 1 1/2 hours after official sunset. Gun deer and gun elk hunters must physically return passes after hunting.

d. Guests are prohibited during gun deer season, elk seasons, and opening weekend of black powder deer season. After the first weekend of muzzleloading season sponsor permit holders are permitted one guest per day.

e. Persons less than 12 years of age will not participate in gun deer or black powder deer. An adult (21 years or older) with a valid hunting permit must accompany and positively supervise each hunter under 16 years old. Persons under 16 years will not participate in gun elk hunting.

f. If a person harvests an elk during either the archery or gun season, he or she will not be eligible for elk hunting on Fort Sill for 3 years. Hunters who

harvested an elk during the 2000 season or later are not eligible for elk hunting in 2003.

- g. All hunters will occupy a deer-hunting slot.
- h. Dogs are prohibited for deer or elk hunting.
- i. Hunting hours are 1/2 hour before official sunrise to 1/2 hour after official sunset.
- j. Hunters must physically check deer and elk killed at Sportsmen Services. Authorized personnel may collect nonedible and nontrophy defacing biological materials from checked animals.
- k. The DPS Fish and Wildlife Administrator may change bag limits, close hunting areas, restrict weapons, or take any measures deemed necessary if data indicates an undesirable harvest of deer or elk.
- l. During gun deer and elk seasons, certain roads are closed to hunters unless they are recovering a harvested deer or elk. Open roads are indicated on the Sportsmen's Map posted at Sportsmen Services.
- m. Telemetric radio tracking devices for deer or elk hunting are permitted. However, thermal tracking devices are illegal.
- n. All-terrain-vehicles (ATVs) are permitted only to retrieve dead deer or elk. They must remain on roads identified on the Sportsmen's Map.

#### **4. HUNTING DATES.**

- a. Archery Deer Season. Dates are 1 October-15 January 2003 (1-15 Jan antlerless only) except when such dates conflict with gun deer season.
- b. Black Powder Deer Season. Dates are 11 - 26 October 2003.
- c. Gun Deer Season.
  - (1) Dates are 8, 9, 15, 16, 29 and 30 November 2003.
  - (2) Dates are 6, 7, 13 and 14 December 2003.
- d. Elk archery. Dates are 27 September - 3 October 2003.
- e. Elk gun. Dates are 8, 9, 15, 16, 29, 30 Nov and 6, 7, 13, 14 Dec 2003.

#### **5. BAG LIMITS.**

- a. Bag limits for all three deer seasons combined may include no more than three antlered deer.
- b. Archery Deer Season. Two deer, either sex. Do not harvest more than one deer in a single day.
- c. Archery and Gun Elk Seasons. Depending on the status of the elk herd before the hunt, the DPS Natural Resource and Enforcement Branch will post special provisions for this hunt at Sportsmen Services (Building 1458) prior to the season.
- d. Black Powder Deer Season. One antlered-only deer, unless otherwise authorized by the DPS Fish and Wildlife Administrator. An antlered deer is a deer with at least 3-inches of antler above the natural hairline on either side.
- e. Gun Deer Season. One antlered-only deer, unless otherwise authorized by the DPS Fish and Wildlife Administrator. The definition of antlered is in paragraph d above. Other deer are considered antlerless. A Resident Deer Gun Tag (RDG) or a Nonresident Deer Gun Tag (NDG) is required on Fort Sill during deer gun season. DPS Fish and Wildlife Administrator will determine the number of bonus deer tags and any special regulations regarding their use. Bonus deer tags are issued for Fort Sill only. You may not use bonus deer tags on the same weekend the first deer is shot. Deer taken on a Fort Sill bonus deer tag **do not** count against the state deer limit. Fort Sill bonus deer **do** count against the limit of three bucks on Fort Sill. The harvest of antlerless mule deer is prohibited during the deer gun season.

## 6. LEGAL WEAPONS.

- a. Archery. Legal bows and arrows. A legal bow for elk hunting is any bow, except the crossbow; of fifty-five (55) pounds or more draw weight. A legal bow for deer hunting is any bow, except the crossbow; of forty (40) pounds or more draw weight. There is no "let-off" restriction on compound bows. Archers should keep in mind that even though the state has eliminated the "let-off" requirements, trophy archery organizations such as Pope and Young still have certain "let off" requirements. Legal arrows must have broadhead hunting type points not less than 7/8 inch wide and not less than 1 1/2 inches long. Any device that permits a bow to be held mechanically at full or partial draw is prohibited. Laser sights are prohibited. Hand releases are permitted. Hunters cannot possess any firearm while archery hunting.
- b. Black Powder. .40 caliber or larger; flintlock or percussion cap; single slug or ball; blackpowder, Pyrodex or modern smokeless powder; double barreled muzzleloader rifles; in-line muzzleloader rifles that use shotgun primers as a source of ignition; metallic sights and optical sights are legal. Sabot or sabot-like

carriers are allowed. Black powder firearms loaded from the breech are illegal. Laser sights and light enhancement devices known as night scopes are prohibited. Muzzleloading smoothbore muskets are permitted. Breech-loading smoothbore shotguns are prohibited. Muzzleloading pistols are allowed as a secondary firearm but you may use them only for killing downed deer. Black powder firearm hunters may not carry other weapons, including bows.

c. Gun Deer. Shotguns (20 gauge or larger, firing a single rifled slug), bow and arrows as describe legal for archery season, handguns (centerfire chambered for a .24 caliber or larger, 100 grain or heavier, soft-nosed bullet having an overall cartridge length of 1 1/4 inches or longer, with barrel length no less than 4 or greater than 10 inches), or muzzleloading rifles as described in paragraph b above are authorized weapons for any gun area during gun season. The Fish and Wildlife Administrator may authorize rifles (centerfire only and firing ammunition with a soft-nosed or hollow point bullet of at least 55 grains weight) in certain areas. You may use handguns, meeting the above requirements and having a barrel with any length greater than 4 inches, in rifle areas. Fully automatic firearms, Silencers and Laser sights and light enhancement devices known as night scopes are prohibited.

d. Gun Elk. Hunters in rifle areas must use centerfire rifles with a cartridge that produces 1,400 foot-pounds of energy at 300 yards. This number can be found by consulting the energy levels published by cartridge manufactures. Examples of popular deer hunting cartridges **not** legal under these rules are 243/6mm, 30-30, 35 Remington, and 30-06 with 125-grain factory loads (30-06 with heavier bullets are legal). If challenged, hunters must be able to prove that their cartridges are legal. You may use shotguns, 12 gauge or larger using rifled slugs, or muzzleloading rifles .50 caliber or larger in areas designated shotgun-only, except that elk hunters may use rifles in area H3.

## **7. CLOTHING REQUIREMENTS.**

a. Archery. There are no specific clothing requirements for archers except as noted in paragraph d below. However, small game hunters use the same compartment as archers. It is recommended that, for increased safety, camouflage clothing be a mixture of bright colors.

b. Black Powder Firearms. Hunters must conspicuously wear both a head covering and outer garment above the waistline of daylight fluorescent orange color totaling 500 square inches or more of clothing (400 square inches if the pattern is camouflage).

c. Gun. Hunters must wear clothing as described in paragraph 7b above.

d. Other. During black powder [deer, gun deer, or gun elk season](#) all other hunters except those hunting waterfowl, crow, crane, or hunting furbearers at

night must wear a fluorescent orange head covering **or** an upper body garment as described in b above.

## **8. PROCEDURES FOR DEER HUNTING**

### **a. Archery Hunting.**

(1) Each hunter will obtain from Sportsmen Services one hunting area permit (an area is designated by a letter and a number (example "Area C2") prior to hunting. These are available on a first-come-first-served basis.

(2) Archers may also hunt in the Ambrosia Springs-Chatto Flats area, the Sitting Bear Creek area adjacent to area A3, below Lake George Dam Area to south boundary road, and the area south of Medicine Bluff as indicated on the Sportsmen's Map.

**b. Black Powder Firearms Hunting.** There will be drawings at noon the day before each day's hunt at Sportsmen Services (Building 1458).

### **c. Gun Hunting.**

(1) Drawings are used to assign gun deer hunters to hunting areas that have limited quotas.

(2) Hunters must register in person for the first deer gun drawing at Sportsmen Services. Registration for the first drawing is 1 October - 28 October 2003 with the first drawing held at 1700 on 29 October 2003. Hunters must possess a State Deer Tag and post-hunting permit prior to registering for the drawing. Drawing locations are posted at the Sportsmen Services. One person may register for a party of up to 4 hunters who plan to hunt together. To register a party, an individual must have necessary hunting permits and deer tags to complete a registration form. Hunters may only register on one form.

(3) Registration forms will include area preferences for those who cannot attend the drawing to personally select hunting areas. Forms will also include range preferences to assist officials in assigning persons to suitable areas, should their preferences be unavailable.

(4) Hunters may register as a party (up to four persons) or individually, but not both. If a party is drawn, there must be an area with enough openings to accommodate the entire party, or DPS will assign the party on the next available date. Parties may not split after registration is closed.

(5) An unbiased committee comprised of one sportsman from the audience and a Fish and Wildlife Branch employee will monitor drawings. This committee

shall take action on any irregularities. Committee decisions will be expedient and final.

(6) A short briefing is held before drawings to explain procedures as well as provide up-to-date information. First-time Fort Sill deer hunters should attend this briefing.

(7) Hunters are also eligible for later 1-day hunts through drawings for slots that were not filled previously. Additional drawings for these later hunts are scheduled on an "as needed" basis.

(8) Hunters must reactivate their registration form each week to remain eligible for later drawings. Persons can complete reactivation by contacting Sportsmen Services, in person or by phone, between 0800 Monday and 1400 Wednesday after a deer gun hunt weekend. These later drawings are held at 1700 on the Wednesday before the hunt weekend. Only hunters that have reactivated their registration are included in these later drawings. Other procedures used are the same as the initial drawing. Hunters who have harvested one deer during the gun deer season are not eligible for these later drawings. They are only eligible for standby hunting.

(9) If enough gun deer hunters do not register to fill all range vacancies on any given weekend, we may closed the unused portion of the range to deer gun hunting and open to other hunters. The DPS Fish and Wildlife Administrator will select those areas to be open to other hunters. Information on these areas will be available by 0800 on Friday of each week. Archery only areas are open for archery hunting during deer gun season.

(10) Hunters assigned to East and West ranges will report to Sportsmen Services after 0400 on the day of their hunt to pick up area permits prior to hunting. Quanah Range hunters will report directly to Twin Gates at the same times. DPS will assign any hunter's permit that is not picked up by 0530 to standby hunters unless prior arrangements have been made for a later pick-up.

(11) In addition to having deer inspected, DPS may request hunters to collect internal organs from harvested deer or to bring ungutted deer to the Sportsmen Services check station, if feasible.

(12) DPS will issue areas that are forfeited by hunters for any reason to hunters on standby basis. DPS will use the following priority on a first-come-first-served basis within each category:

(a) Hunters whose areas were canceled because of range operations. Hunters who were canceled due to Falcon Range activity will not be included if they can hunt portions of the day.

(b) Hunters arriving or assigned to Fort Sill after the last date of registration.

(c) Other deer hunters.

(13) Hunters desiring standby on East or West ranges will personally sign up at Sportsmen Services each hunt day, while those desiring Quanah Range will personally sign up at Twin Gates. Standby list sign up will begin at 0400 and end by 0530. Duty personnel will conduct a drawing at 0530 to establish the official standby list. DPS will place hunters desiring to stand by after the 0530 drawing at the end of the official list on a first-come-first-served basis. Hunters do not have to personally "standby" once this official list is established. However, if a person at the head of the list is not personally on site when an opening occurs, DPS will not consider him or her for that particular opening.

(14) Drawn hunters may exchange hunting dates and areas by mutual consent. Hunters wishing to exchange areas must come to Sportsmen Services together and initial off on the exchange.

(15) Shotgun deer hunters will have no ammunition other than rifled slugs in their possession while outside of their vehicles.

(16) During deer gun season, the only legal game for deer hunters is deer, hogs, and coyotes.

## **9. PROCEDURES FOR ELK HUNTING.**

a. Archery Hunting.

(1) Elk are legal on West and Quanah ranges on 27 September – 3 October 2003. DPS does not allow elk hunting east of Apache Gate Road.

(2) Each hunter will obtain from Sportsmen Services one range pass prior to hunting. DPS will limit the number of archers allowed to hunt elk to three per area (K1, J2, L5, N4, etc.).

(3) There will be drawings at noon the day before each day's hunt at Sportsmen Services (Bldg 1458). Archery elk hunters must purchase an elk permit before putting in for the drawing.

(4) Elk permits are either sex. Archery hunting for elk on a specific range will cease the following day if that range's quota is harvested.

(5) Remove the entire carcass (excluding viscera, hide, and bones) from the range. Violations of this regulation carry a \$500 fine (wanton waste). Hunters may obtain assistance in packing out their kill.

(6) Archery elk hunter quotas will not affect the "no quota" policy for archery deer hunters. Thus, archers in any given area may be hunting deer, elk, or both (if they have both tags). Archers hunting both deer and elk on the same day must have both written on their checkout pass. Hunters may not harvest both a deer and an elk on the same day.

b. Gun Elk Hunting.

(1) Sign-up for the gun elk drawing in person at the Sportsmen Center. Applicants must be 16 years of age or older with a limit of one hunter per application. Registration will be 1 Oct - [28 Oct 03](#). The elk drawing will be held on Wednesday, [29 Oct 03](#) immediately following the deer drawing (approximately 6:30 p.m.). This elk drawing is for all 5 weekends.

(2) Hunters drawn for a gun elk hunt will be ineligible for gun elk hunting on Fort Sill for 3 years, unless prevented from hunting by closed season, closed hunting area, or other legitimate reason as determined by the Fish and Wildlife Council.

(3) DPS will allow successful applicants to select either antlered or antlerless-only permits. On each hunt weekend, West Range will have 10 antlerless and 5 antlered permits available and Quanah Range 4 antlerless and 4 antlered permits available. Successful applicants will also select a hunt area on West Range or compartment on Quanah Range for the weekend drawn. If selected applicants are not present at the drawing, DPS will fill areas using the 5 priority areas and the choice of sex listed. If all 5 areas listed are filled, we will select the area using a standard method of filling the first vacant area in the following order: K4, K3, K2, J3, J2, J1, I2, I1, H4, H3, H2, H1, D3, D2, D1, L, M, and N compartments.

(4) DPS limits hunters on West Range to one hunter per area (I1, I2, J1, D2, etc.). We limit hunters on Quanah range to three hunters per L and N compartment and two hunters in M compartment. Successful hunters must purchase their elk permits prior to 4:00 p.m. Friday before their weekend, or they will lose their elk hunting privileges. Elk hunting will cease the following weekend after harvest quotas are attained. Hunters will draw for a one-weekend period.

(5) Drawn elk hunters assigned to West Range will report to Sportsmen Services after 0430 on the day of their hunt to pick up range pass prior to hunting. Quanah Range hunters will report directly to Twin Gates at the same times. We will assign any elk hunter's [area pass](#) that is not picked up by 0600 to [drawn](#) standby elk hunters unless prior arrangements have been made for a later pick-up.

(6) Elk hunters must remain on the range they were initially drawn for. Elk hunters desiring standby on West Range will personally sign up at Sportsmen



Services each hunt day, while those desiring standby on Quanah Range will personally sign up at Twin Gates. Standby list sign up will begin at 0400 and end by 0600. Duty personnel will conduct a drawing at 0600 to establish the official standby list. DPS will place hunters desiring to stand by after the 0600 drawing at the end of the official list on a first-come-first-served basis. Hunters do not have to personally "standby" once this official list is established. However, if a person at the head of the list is not personally on site when an opening occurs, DPS will consider him or her for that particular opening.

(7) Elk hunters will be hunting in areas occupied by deer hunters.

(8) Gun elk hunters will not use or carry more than 5 bullets in the field. Persons are fully responsible for any accidental killing or wounding of illegal elk. The taking of an illegal elk carries a permanent revocation of hunting privileges.

(9) Remove the entire carcass (excluding viscera, hide and bones) from the range. Violations of this regulation carry a \$500 fine. Hunters may obtain assistance in packing out their kill after properly checking-out the assisting personnel and vehicles at the Sportsmen Center.

(10) Hunters selected for each gun weekend must attend a briefing at 1200 at the Sportsman Services Center the Friday prior to their weekend hunt. This briefing will cover all regulations and safety aspects expected of elk hunters.

(ATZR-BN)

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